

# FLORIST

## RULES OF PLAY

In florist players play the roll of a member of an english village, all vying to become the most prestigious resident. They will do this by buying, planting, growing and harvesting plants, all so that they can help decorate the village green and have the most well maintained garden in time for the summer fête.

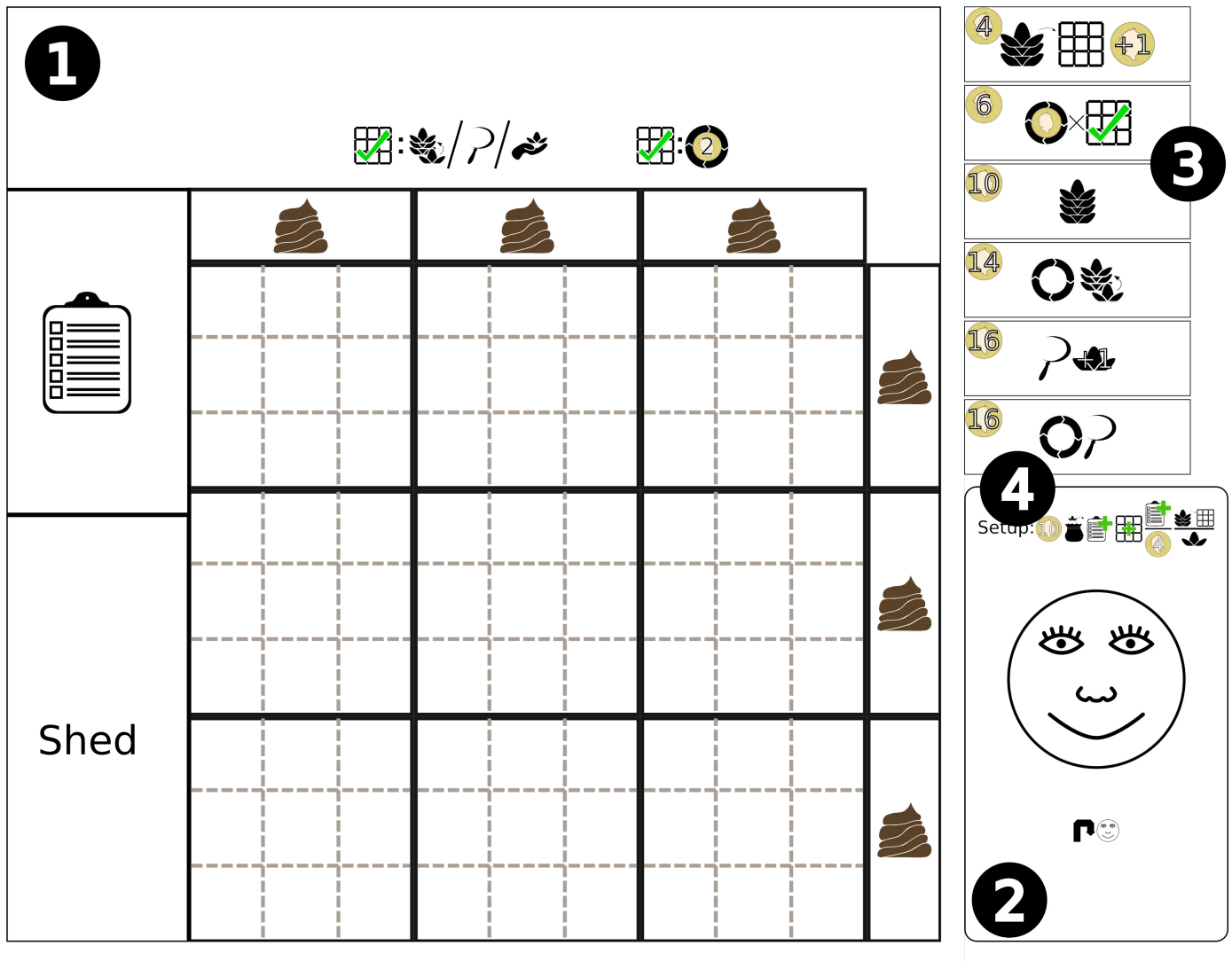
## SETUP

### GAME BOARD SETUP

1. Place the game board in the center of the table.
2. Place each **specialists** on their rest locations with a **demand** of 1.
3. Separate the **orders** into 1 flower, 2 flower and 3 flower decks. Shuffle each deck and place them market stalls. Turn over the top card of each deck.
4. Shuffle and stack the **judge** cards and place them, face down on the space in the stage.
5. Place the **decoration** tiles on the relevant places on the board
  - a. Add the wreaths to the front of the stage
  - b. Add the bunting to the spaces around the green
6. For each flower type, add 6 tokens to the **market bag**.
7. Draw tokens from the bag to fill each **flower market** space.
8. Place the remaining **flower** tokens where all players can reach them.
9. Add all **ornament** tiles to their positions on the game board.
10. Roughly divide the **garden tiles** into 3 equal piles and place them face down into the 3 spaces near the landscape action. Reveal the top tile of each pile.



1. A player board
2. A gardener tile
3. 1 of each of the 6 **fertilizer** upgrade tokens
4. Determine a first player using your favourite method.
5. In player order, each player resolves their setup options. These should be performed from left to right. Each setup action is either gaining a specific resource or choosing between 2 options. These are:
  - a. Gain £10
  - b. Draw a random **flower** from the **market bag**
  - c. Draw a **judge**
  - d. Gain a **garden section** from the market (revealing a new one)
  - e. Draw a **judge** or gain £4
  - f. Plant a **flower** or gain **flower**



## PLAYER BOARD

Each player has a player board for building their **garden**. Each player board has the following features:

1. The **Garden** made 9 3x3 **sections**.
2. **The shed** which holds all of your resources (money, flowers etc). The **shed** can hold any amount of resources.
3. A space to hold your **gossip** judge card.
4. **Fertilizer section**: There are 6 **fertilizer sections** in a players **garden**. Each can hold 1 **fertilizer token**. They effect each **section** below/left of the **fertilizer**.
5. Reminder that when a **garden section** is completed the player will immediately receive one of the following:
  - a. Adds flower to a **plant**
  - b. Harvests a single **flower** from a **plant**
  - c. Sells a **flower** for £6
6. Reminder that when a **garden section** is completed the player will receive £2 each time they take a rest action.

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	<div>1</div>						
<div>2</div> <div>Shed</div>							

## PLAYING THE GAME

On a players turn they will perform an action by using one of the **specialists** or by **taking a gardener action**.

To use a specialist a player will:

1. either move a **specialists** to a new, unoccupied action space
2. or; keep a **specialist** on the location it is already at.

Once an action is selected the player will resolve the action row from top to bottom.

All references to "X" on actions refer to the **demand** of the **specialist** used at the start of the turn.

Each action is described in detail below.

## NEUTRAL ACTIONS

Neutral actions have a single black bordered action space that can be taken by any specialists.

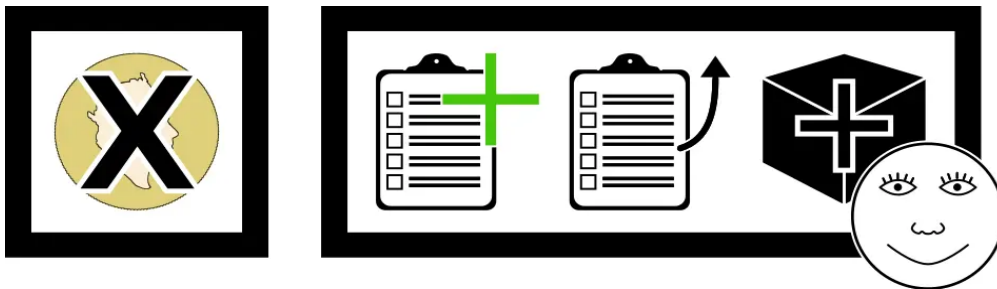
First a player must pay equal to the current **demand** of the **specialist**, if the **specialist** already has a **demand** of 6 it cannot be used for neutral actions.

Next the player will perform the action from the action space, after which the demand of the **specialist** is increased by 1.

Each of these actions are described below.

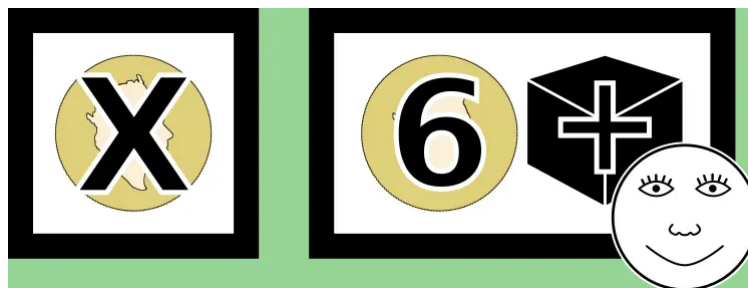
### CANVAS JUDGE

Draw a **judge card** then you may play one of your **judge cards** (see **judge cards**).



### MOW LAWN

Gain £6.



## SPECIALIST ACTIONS

Specialist actions have 2 action spaces, one black bordered which may be taken by any **specialist** other than the related **specialist** and one space with the matching border which can only be taken by the related **specialist**.

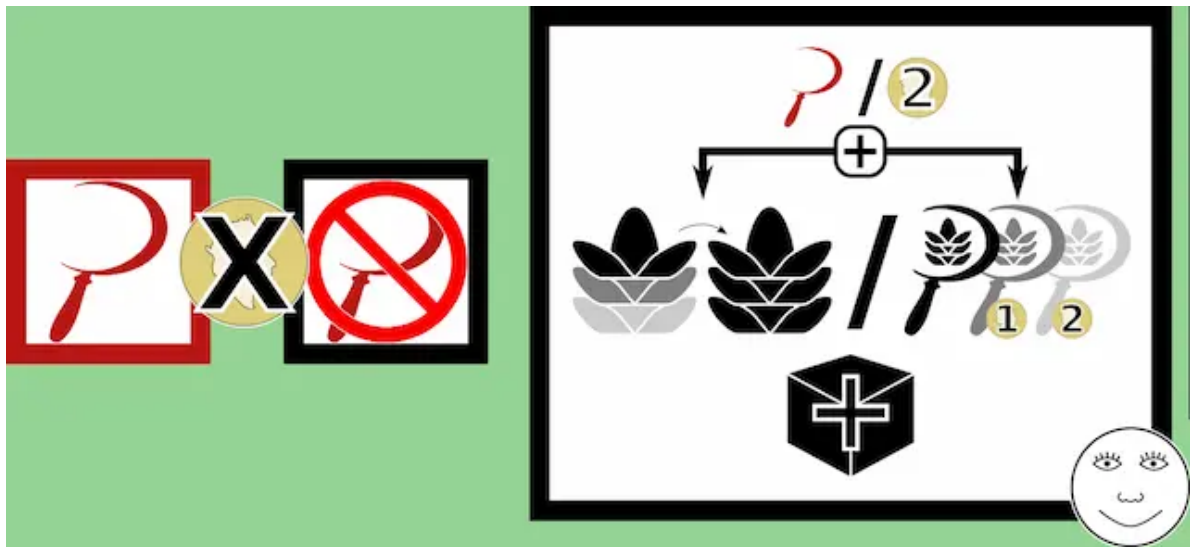
Specialist actions have 2 options. When taking the action with the related **specialist** the player may take both options in any order. When taken by any other **specialist** they may either perform one of the 2 options or pay £2 to perform both actions in any order.

If the **specialist** already has a **demand** of 6 it cannot be used for specialist actions.

After taking an action, the demand of the **specialist** is increased by 1.

The specialist actions are described below.

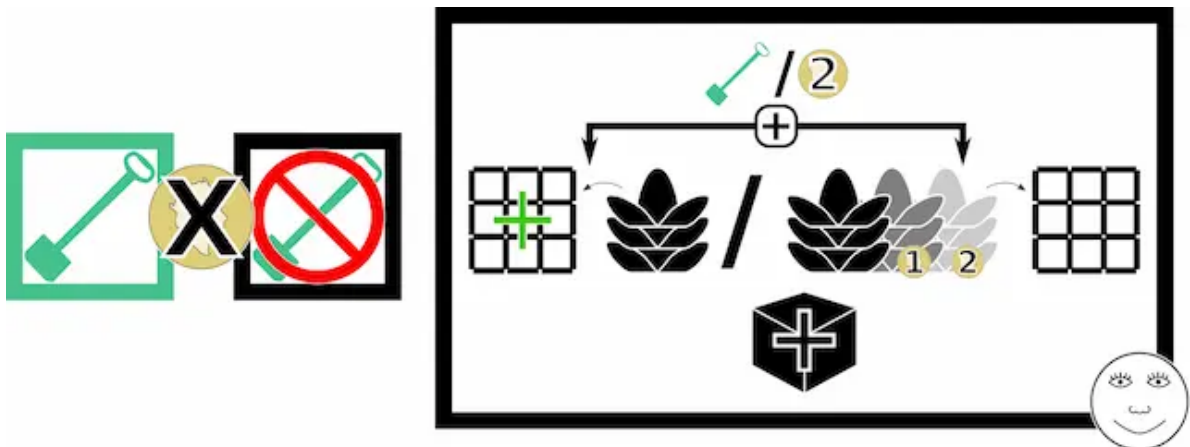
### HARVEST



1. **Fully grow** one of your **plants** with flower tokens from the **general supply**.
2. Move any number of **flower** token from any number of your **plants** to your **shed**. This could harvest the final flower in the stack.

Each plant beyond the first cost 1 more than the last (harvesting from 1/2/3/4 plants costs an additional £0/£1/£3/£6)

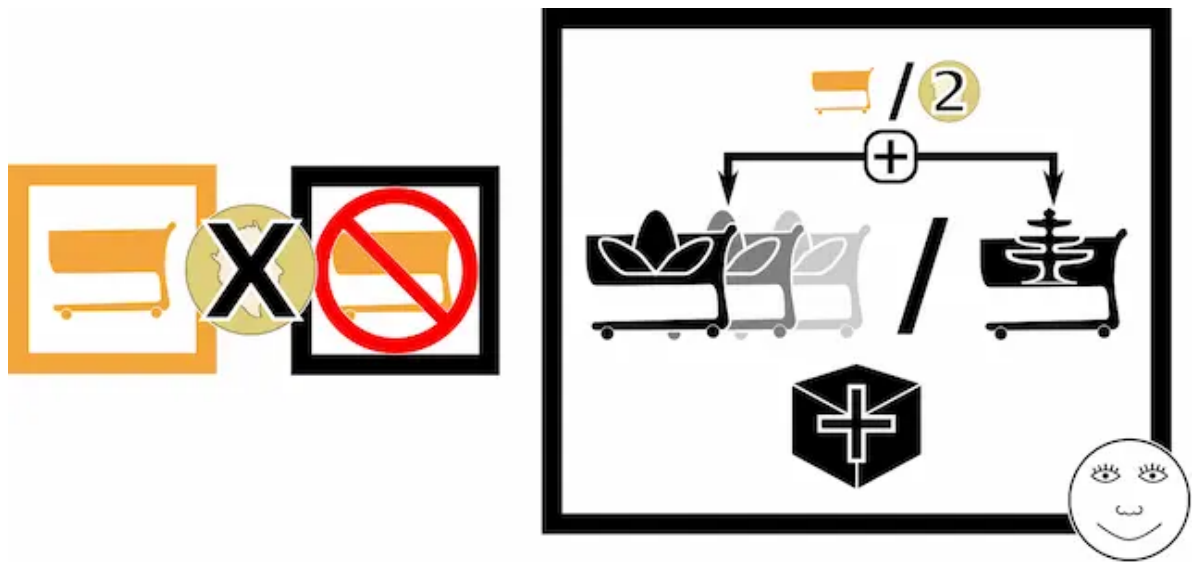
## LANDSCAPE



1. Gain a new **garden tile** and add it to any place on your player board. You may optionally plant one of your flower tokens on that tile.
2. Plant any number of **flower tokens** into your **garden**. The first token is free but each subsequent planting costs £1 more than the last (planting 1/2/3/4 plants costs an additional £0/£1/£3/£6).

Each planted **flower** is then grown to it's maximum size.

## PURCHASE



1. Gain any number of **flowers** from the flower market for the cost printed below each token.

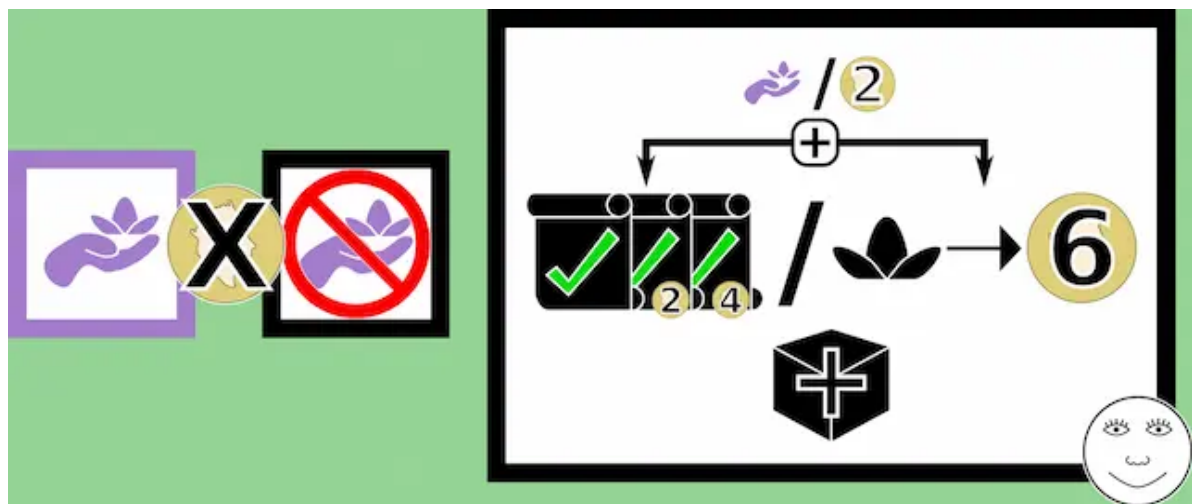
After making all purchases, move remaining **flower** tokens in the market to the right to fill empty spaces, then, draw **flowers** from the **market bag** until all remaining spaces are filled.

If any tokens ever need to be drawn from the **market bag** and it is empty, first refill it with 6 of each **flower**.

2. Purchase an **ornament**, paying the cost printed next to the tile and placing it in your garden.

The tile may be placed anywhere on your board but must fit entirely on **garden tiles**.

## SELL



1. Complete up to 3 **orders**. To do this, return the **flowers** show on the **order** to the **general supply** from your **shed**, gain the money shown and take the **order tile**, this will be worth **prestige** at the end of the game.

Completing the first **order** is free, the second costs £2 and the third costs £4.

After you have complete all the **orders** you wish to complete, reveal the next **order** in each stack without a revealed **order**.

2. Return any **flower** from your **shed**, to the **general supply** and gain £6.

## REST ACTIONS

Rest actions only have 1 colored action space that can only be taken by the related **specialist**. They all costs £0 no mater the **demand** of the **specialist**, they all reset the current **demand** of the **specialist** and allow the player to take an action that improves based on the **demand** of the specialist.

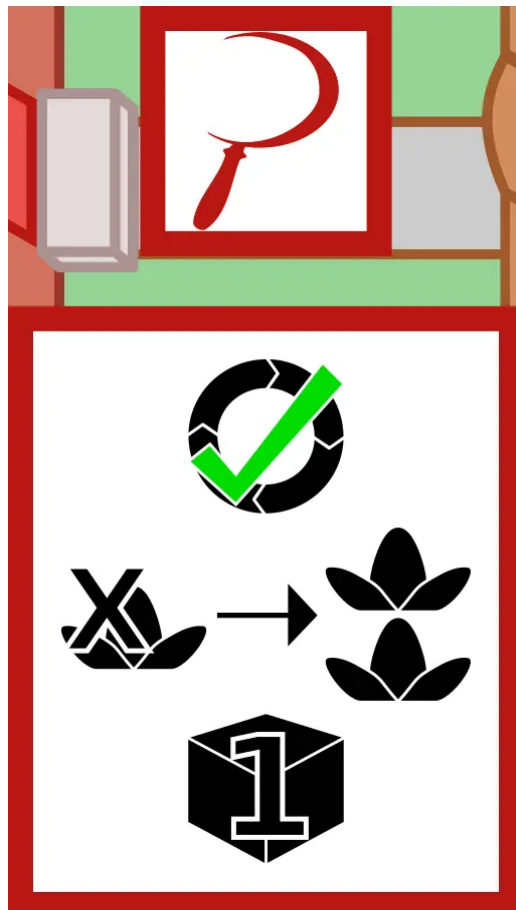
To perform a rest action the player will:

1. Move one of the **specialists** to it's rest action space.
2. Resolve all incomes in any order:
  - Gain £2 for each completed **garden section**
  - Perform income effects from **ornaments**
  - Perform income effects from **fertilizers**
  - Flip your gardener to the awake side
3. Perform the rest action.
4. Set the **specialists demand** to 1.

The rest actions are described below.

## HARVESTER

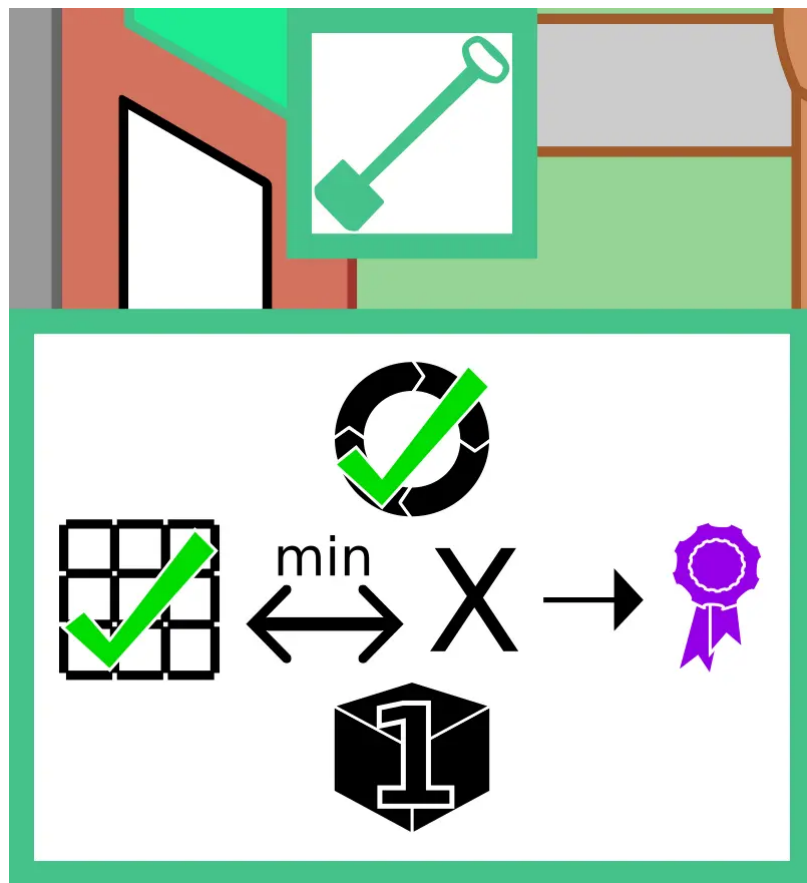
For up to X different **flower tokens** in your **shed**, gain a matching token from the **general supply**.



## LANDSCAPER

Gain **prestige** equal to the X or the number of completed **sections** in your **garden**, whichever is less.





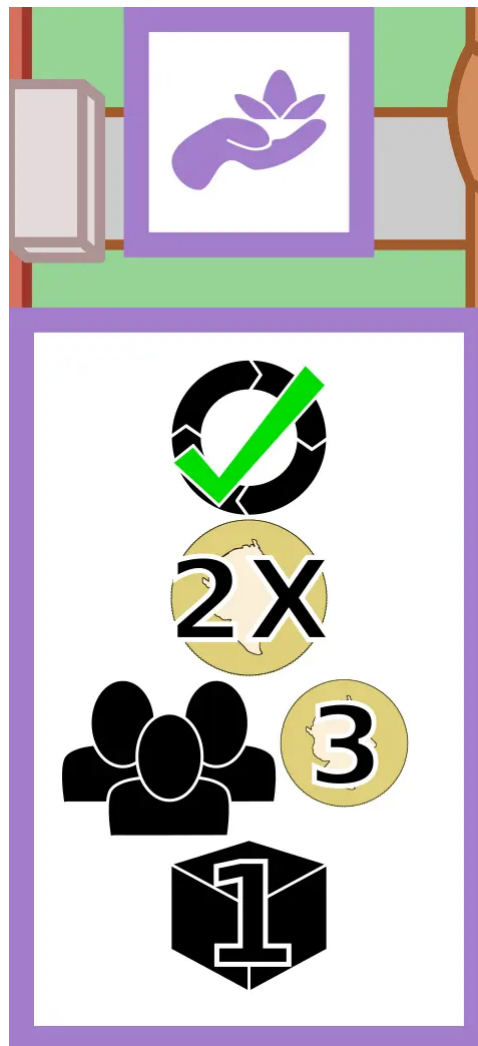
## PURCHASER

You may purchase one *fertilizer* token for £X less.



## SELLER

Gain £2X. Other players gain £3.



## TAKING A GARDENER ACTION

Once, between resting, players can take an action themselves. To do this the player will take their gardener board and flip it to the sleepy side. They can then take one of the **neutral**, **specialist** actions without gaining the benefit of taking any particular **specialist** or provide one of the decorations (the actions are shown by the awake gardener icon 😊 on the game board).

These actions can be taken even if all spaces on the action are already taken.

When a player next gains income, the gardener board is flipped back to its awake side.

## DECORATION

There are 3 different decoration types, these are:

- **Wreaths:** These are decorations hung from the front of the stage. To provide one you will need to spend any 2 different **flowers**. At the end of the game you will gain if you have provided 1/2/3/4 wreaths you will gain 4/9/15/22 prestige.
- **Bunting:** These are decorations hung around the village green. To provide one you will need to spend 2 **flowers** of the same type. At the end of the game you will gain if you have provided 1/2/3/4/5/6 strings of bunting you will gain 2/5/9/15/21/28 prestige.
- **Potting:** At the front of the stage there are a set of flower pots where, you can plant flowers each space can take 1 flower token which gives the player 2 **prestige**.

# ORNAMENTS




The bonuses gained by the **ornaments** are:

- **Gnome:** An **ornament** that takes up a single space on the **garden**.
- **Topiary:** An **ornament** that takes up a 2 spaces on the **garden**.
- **Fountain:** Gain an extra £2 when gaining income.
- **Statue:** Gain 2 **prestige** at the end of the game.
- **Bench:** Gain 1 **prestige** at the end of the game for each adjacent path.
- **Wishing Well:** When gaining **income** you may spend more money than the number of **prestige** on this tile to add another **prestige** here.
- **Bird Feeder:** When gaining income you may move a **flower** token from your **shed** to the **garden tile**.
- **Advert:** You may plant a **plant** here using a landscape action as normal. Whenever the player sells a **flower** or completes an **order** the player gains £1 for each **flower** used that matches the planted **plant**.
- **Ride On Mower:** Gain an extra £2 when performing the **Mow Lawn** action.
- **Bee Hive:** During income gain £1 for each **plant** on the garden tile.

# FERTILIZER

Each player has access to 6 **fertilizer** tokens. Each can be added to their player boards in one of the fertilizer sections. They provide ongoing effects that effect the **garden sections** below/to the left of the **fertilizer section**.

The effects are:

Tile	Cost	Effect
	£4	When adding a <b>plant</b> to the relevant sections gain £1
	£6	During income, gain £1 for each completed <b>garden section</b> in the relevant sections
	£10	All <b>plants</b> in the relevant sections can have 4 <b>flowers</b> in the stack.
	£14	All <b>plants</b> in the relevant sections gain a flower during income
	£16	When harvesting any number of <b>flowers</b> from the relevant sections gain an additional <b>flower</b> of the same type
	£16	During income, you may harvest a <b>flower</b> from any number of <b>plants</b> from the relevant sections

# JUDGES

Over the course of the game the judges who will be determining the best kept garden will be revealed.

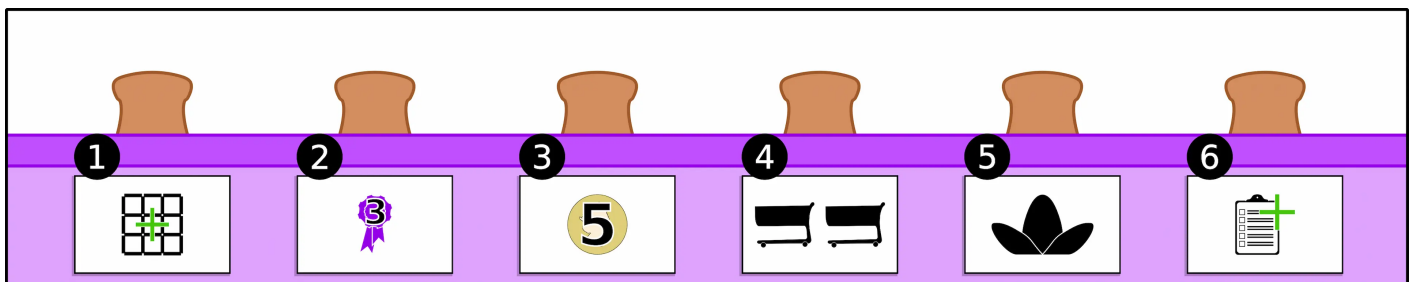
At the start of the game each player will have one **judge** in their hand, more can be gained and played using the **Canvas Judge** action.

At the end of the game each played **judge** card will be scored by all players.

When played, you may either play the card to the judging table or as gossip on their player board.

Cards played to the judging table will cover one of the one time bonuses. The player will gain that bonus immediately or chose to forfeit it. The bonuses for playing **judge cards** are as follows:

1. Gain A **garden tile**.
2. Gain 3 **prestige**.
3. Gain £5.
4. Perform 2 purchase actions.
5. Gain a **flower** of your choice from the general supply.
6. Draw a **judge** card.



If there are no free judge space no further **judges** may be played to the judging table.

Rather than revealing the card to all players, you may choose to play the card face down in their **gossip** area. This represents gossip around the village that only the player is privy to. A player may only have one gossip card in play but may play a second returning the first to their hand. At the end of the game all gossip cards are revealed and scored by all players.

Each **judge** has a criteria for awarding **prestige**. There are 2 different styles of **judge**:

1. Rewards all players equally for completing a specific criterion
2. Rewards the first, second and third given by a specific criterion. If multiple players are tied for a position they share the **prestige** for the tied position and lower positions rounded up.

In order to gain any points from one of these **judges** they must at least partially fulfil the criteria.

*Bill and Ben both have 8 gnomes in and Weed has none. Since the "The Garden Has Eyes" judge is in play both Bill and Ben will be awarded 6 prestige (8 from first place 4 from second place shared equally). Since Weed has no gnomes they will receive 0 prestige as they do not qualify.*

At the end of the game, all unplayed **judges** have no effect.

# ENDING THE GAME

The game will enter the end phase when 1 player has completed their ***garden*** after which the round continues to the first player, then each player will take one final turn. Once all players have taken their final turns the final ***prestige*** is calculated.

To calculate the final score each player sums up:

1. The player who completed their ***garden*** first and any player completing their ***garden*** in the same round will receive 7 ***prestige***. Any player who completes their ***garden*** during their final turn will receive 3 ***prestige***.
2. Reveal all gossip cards and score the ***prestige*** from all played ***judges***.
3. The total ***prestige*** from each completed ***order***.
4. Add any ***prestige*** tokens gained throughout the game.
5. Add any ***prestige*** gained from ***ornaments***.
6. Any ***prestige*** earned by providing ***decorations***.

The player with the most ***prestige*** is declared the winner. In the case of a tie the player with the most money is the winner.

## APPENDIX

### DEFINITIONS

**Decoration:** Decoration tiles that can be provided by a player. At the end of the game the player who provides the decoration will gain prestige based on the number of tokens they gained.

**Demand:** The current cost to use a specialist. This is shown by the current value of the dice.

**Fertilizer:** An upgrade to your garden.

**Fertilizer Section:** Section of a players garden for holding fertilizer tokens

**Flower:** Token that can be sold or added to your garden.

**Flower Market:** Section of the market for holding flowers and fertilizer

**Fully Grow:** Add flowers to a plant from the general supply until the plant is at it's maximum size (default 3 flowers)

**Garden:** The square grid that will the player will show to the judges at the end of the game to earn prestige.

**Garden Section:** Area on the landscape outlined by dashed lines. Once completed, the player will gain bonuses shown above and to the right of the landscape board.

**Garden tile:** A tile to hold flowers and ornaments in your garden

**General supply:** The shared supply of un owned resources

**Gossip:** A judge card know only to you, it is still scored by all players

**Harvester:** Specialist specializing in harvesting flowers.

**Income:** Benefits gained and costs paid when resting.

**Judge:** A card played by one of the players describing a way to earn victory points

**Landscaper:** Specialist specializing in filling your landscape.

**Market:** Section of the board showing the prices of tokens

**Market Bag:** Bag for randomizing tokens in the market

**Market Stall:** A section for holding tokens dictating their price

**Market Token:** Flowers and fertilizer

**Order:** Cards describing specific flowers that are required by the public. These give prestige as well as money.

**Ornament:** A token added to your garden to gain special benefits.

**Plant:** A stack of flower tokens in a garden.

**Prestige:** Points gained throughout the game and in final scoring to determine the winner.

**Purchaser:** Specialist specializing in buying things from the market.

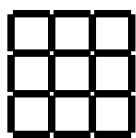
**Seller:** Specialist specializing in selling flowers.

**Shed:** Your personal supply of resources

**Specialist:** All players share a pool of workers, these are called specialists. They can all perform any action but each have a special bonus and action space when taking their specialized action.

**Storage Section:** The section of your player board for storing flowers and ornaments.

## ICONS



The garden section of the player board.



Gain or pay the money shown. If no value is shown gain 1.



Bonus gained or cost paid when resolving income.



The benefit gained by other players



The measure of your worth.



An ornament tile purchased from the market.



A request from customers.



A member of the judging panel.



An upgrade to your garden.



The number of completed garden sections

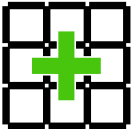


The actions that can be taken provided your gardener is awake side up

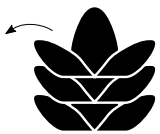
## ACTIONS



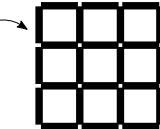
Sell a flower for £6.



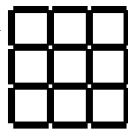
Gain a garden tile from the market and add it to your garden.



Gain a garden tile from the market, add it to your garden and optionally plant a plant in it.



Plant a flower.



Plant any number of flowers, after the first, each cost an extra £1.



Buy a flower, ornament or fertilizer from the market.



Buy a flower from the market.



Buy an ornament from the market.



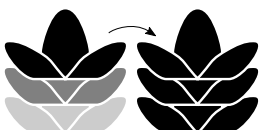
Buy a fertilizer.



Move a flower token from a plant to your flower section.



Add flower to plant



Grow a plant to it's maximum size



Draw a judge card



Play a judge card to the judging table or your gossip area



Resolve all income effects



Draw a token from the market bag

## FLOWERS



Any flower token.



A flower from a daffodil plant.



A flower from a lily plant



A flower form an orchid plant



A flower from a rose plant.



A flower from a tulip plant.

## SPECIALISTS



Action that can only be taken by the harvester



Action that can only be taken by the landscaper



Action that can only be taken by the purchaser





Action that can only be taken by the seller



Action that cannot be taken by the harvester



Action that cannot be taken by the landscaper



Action that cannot be taken by the purchaser



Action that cannot be taken by the seller